



GILMITHRIE TELYIEN

Wizard 1

CLASS & LEVEL

0

EXPERIENCE POINTS

PLAYER NAME

High Elf

RACE/ANCESTRY/HERITAGE

Sage

BACKGROUND

CAMPAIGN or PLAYER ID

STR
+0
10

+2 PROFICIENCY BONUS

DEX
+2
15

CON
+2
14

INT
+3
16

WIS
+1
12

CHA
-1
8

SAVING THROWS

+0 Strength Saves
+2 Dexterity Saves
+2 Constitution Saves
+5 Intelligence Saves *
+3 Wisdom Saves *
-1 Charisma Saves
* Prof. bonus added

SKILLS

+2 Acrobatics (Dex)
+1 Animal Handling (Wis)
+5 Arcana (Int) *
+0 Athletics (Str)
-1 Deception (Cha)
+5 History (Int) *
+3 Insight (Wis) *
-1 Intimidation (Cha)
+3 Investigation (Int)
+3 Medicine (Wis) *
+3 Nature (Int)
+3 Perception (Wis) *
-1 Performance (Cha)
-1 Persuasion (Cha)
+3 Religion (Int)
+2 Sleight of Hand (Dex)
+2 Stealth (Dex)
+1 Survival (Wis)

* Prof. bonus added

13 PASSIVE WISDOM (PERCEPTION)

PROFICIENCIES & LANGUAGES

Armor: none

Weapons: dagger, dart, light crossbow, longbow, longsword, quarterstaff, shortbow, shortsword, sling

Tools: none

Saving Throws: Intelligence, Wisdom

Skills: Arcana, History, Insight, Medicine, Perception

Languages: Common, Elvish, Giant, Draconic

ENCUMBRANCE

Lifting & Carrying: 150 lbs. max. carrying capacity; 300 lbs. pushing or dragging (speed -5 ft.); 300 lbs. max. lift.



ARMOR CLASS (AC)

12



INITIATIVE

+2



SPEED

30 ft.

Armor Worn: none



HIT POINTS

8

HIT DICE

1d6

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft. *Hit:* 1d6+0 bludgeoning damage. (If used two-handed in melee, does 1d8+0 damage.)

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. 1d4+2 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

MAGIC, FEATS & SPECIAL ATTACKS

Fire Bolt Cantrip. *Ranged Spell Attack:* +5 to hit, targets one creature or object within 120 ft. range. *Hit:* 1d10 fire damage and unattended flammable objects catch on fire.

Poison Spray Cantrip. *Ranged Spell Attack:* Target a creature within 10 ft. that you can see, it must succeed on a DC 13 Constitution saving throw or take 1d12 poison damage. (No damage if made save.)

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: two (2) daggers, quarterstaff, belt pouch, set of common clothes, bottle of black ink, quill, small knife, personal papers. (This load is about 9 lbs.; add 1 lb. per 50 coins carried.)

Magic Items [DMG p. 135]

- *potion of healing* (2d4+2 hp)

(a) *Item attuned to character.*

Coins & Gems: 13 gold pieces (gp); 55 silver pieces (sp); 45 copper pieces (cp); 3 gems (worth 10 gp each)

FEATURES, TRAITS & MORE

Alignment: **Chaotic Neutral.** I follow my shifting whims with little concern about rules or later consequences.

Sage Background [PHB p. 137]

- **Feature:** Researcher
- **Traits:** Family famed for innovations. Cold manner.
- **Ideal:** Prove a personal theory.
- **Bond:** Wrote controversial work.
- **Flaw:** Often skips personal care.

High Elf Traits [PHB p. 23]

- Creature Type: Humanoid (Fey lineage)
- Age: 234 years old
- Medium Size (6' 0", 198 lbs.)
- Darkvision (60 feet)
- Fey Ancestry (vs. charm, no sleep)
- Elf Weapon Training (swords, bows)
- Keen Senses (Perception)
- Trance (4 hrs. as 8 hrs. sleep)
- Cantrip (*Fire Bolt*)

Wizard Class Features [PHB p. 112]

- Ritual Casting
- Arcane Recovery (regain 1 spell slot after short rest once per day)

Spellcasting [PHB p. 201]

Spell Attack Modifier +5
Spell Save DC 13



Cantrips Known: *Fire Bolt, Minor Illusion, Poison Spray, Prestidigitation*

Prepared Spells

1st Level (2 slots): *Mage Armor, Magic Missile, Detect Magic, Fog Cloud*